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SNSP-KO-UKV

KICK OFF™

INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

PAL VERSION

1.0 INTRODUCTION

KICK OFF is a soccer simulation with a full size multi directional scrolling pitch and the players, pitch markings, goals etc. in correct proportions. Both teams play the game strictly according to tactics. Players move into position to receive passes and gain possession. The ball, as in the real game, travels ahead of the player.

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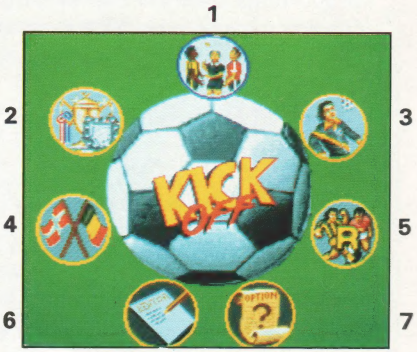
2.0 STARTING THE GAME:

Press START button to display the MAIN MENU.

2.1 The Main Menu like most other menus is ICON driven. The icons are self explanatory.

2.2 To select any feature on the Main Menu, use joypad to move the highlight to the required icon and press button B.
In all the menus, ✓ signifies DONE and X returns the player to the appropriate menu.



1. Single Game.
2. Competition.
3. Practice.
4. Int. Friendly.
5. Action Replay.
6. Editor.
7. Options.

2.3 HINTS FOR A BEGINNER: To enjoy KICK OFF to the full and to become good at it, it is important to learn the controls throughly and use them instinctively. The controls are detailed in 10.0 to 13.0
First select OPTIONS in the Main Menu and set the game speed to TRAINER. Return to the Main Menu and select PRACTICE. Select Skills option in the Practice Menu and practice the ball control first. Learn to dribble, shoot and pass the ball. Practice thoroughly how to chip the ball and to do a chip pass.
Set pieces are very important and should be practiced thoroughly.
When you feel sufficiently confident, change the game speed until you can control the ball skillfully at the fast game speed. For your first match against the computer, set the skill level of Team A to International and Team B (computer) to 4th division. Play at the game speed at which you feel comfortable.

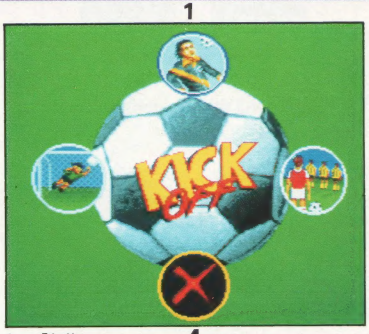
3.0 PRACTICE:

There are three options.

3.1 SKILLS: Provides an opportunity to practice and perfect ball control, especially passing, shooting and chipping the ball. The ability to pass and shoot the ball accurately and bend it effectively using the After Touch requires extensive practice. Press START button and then SELECT button to quit practice.

3.2 SET PIECE FREE KICKS can also be practised. A wall will be formed and you can practice free kicks.

3.3 PENALTIES: You can take and defend 5 penalties.



1. Skills.
2. Set Piece Free Kick.
3. Penalties.
4. Quit.

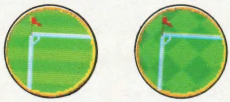
4.0 OPTIONS:

The game play is greatly dependent on the various options set. The options once set remain operational until altered. The option screen shows the default icon highlighted. To alter an option, highlight the icon and press button B.

All the options are available for the Single Game only. However, for International Friendly and the competitions the options marked by * in the table below can be set. Other match conditions are as indicated.

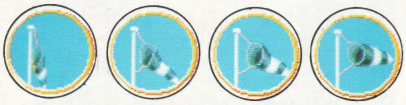
	Single Game	Int. Friendly	League	Cup	Euro. Cup	Euro. Trophy
Pitch	*	Grass	Grass	Grass	Grass	Grass
Wind	*	*	*	*	Random	Random
Duration	*	2 x 5	2 x 5	2 x 5	2 x 5	2 x 5
Offside	*	Yes	*	*	Yes	Yes
Game Speed	*	Fast	Fast	Fast	Fast	Fast
Extra Time	*	*	No	Yes	Yes	Yes
Skill Level	*	*	*	*	Ist Div.	Int.

4.1 PITCH: GRASS or Artificial



ARTIFICIAL GRASS

4.2 WIND: **NO WIND**, Light, Medium and Strong.



NO WIND LIGHT MEDIUM STRONG

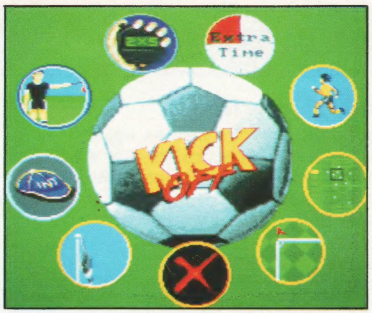
4.3 DURATION: 2 x 3, **2 x 5**, 2 x 10 and 2 x 20 minutes.
The duration for Competition matches is set to 2 x 5 minutes and cannot be changed.

4.4 OFFSIDE: **YES** or No.

YES NO

4.5 GAME SPEED: Trainer, Medium and **FAST**

TRAINER MEDIUM FAST



Reduced game speed only affects the pace of the players, other player attributes remain unaffected.

4.6 TACTICS: Allows you to view all 10 available tactics in operation. (See 6.0).

4.7 EXTRA TIME: Yes or **NO**. You may select to have extra time for a Single Match or International Friendly only. If the result is still a draw after Extra Time, there is a sudden death penalty shoot out.

YES NO

4.8 SKILL LEVEL: INTERNATIONAL, **1st** 2nd DIV, 3rd DIV and 4th DIV. The skill levels of both teams for a Single Match can be set independently, allowing two players of different playing ability and experience to compete on equal terms. The attributes and the skills of each player in the team are adjusted to suit the skill level. The skill level set for Player 1 determines the skill level of the matches in the League and Cup. The European Trophy and the European Cup are played at International level and 1st division respectively.

5.0 PLAYERS-TEAMS-EDITOR

5.1 PLAYERS: Each player in the team is an individual with a unique combination of attributes and skills.

5.2 ATTRIBUTES: The abbreviations are shown in the brackets.

5.21 PACE (PC): Players on the wing need good pace to outrun the defence. A player with poor stamina loses pace when he gets tired.

5.22 STAMINA (ST): A player with poor stamina losespace as well as skills as he gets tired. An artificial pitch tires players quicker than a dry grass pitch.

5.23 AGGRESSION (AG): An aggressive player is more likely to tackle the opposition. He is also more likely to barge and foul the opposition.

5.24 RESILIENCE (RS): The higher the resilience, the better the chance of avoiding injuries.

5.3 SKILLS: Shooting (SH) - Passing (PA) - Tackling (TK)

5.4 KEEPER: The keeper has attributes and skills like catching, jumping etc.

5.5 TEAMS: There are 16 International teams, eight of which participate in the Euro Trophy. Any 8 teams can be selected to play in the League and Cup. The names of these teams can be edited. The player names can also be edited. Any two teams can be selected to play in a Single Game. The European Cup is competed for by 16 teams. The team names and players' names can be edited.

5.6 EDITOR: The Editor is used to select the teams for the European Trophy and the League. It also provides the facility to change the names of the teams and players for the League and European Cup.

5.61 The opening menu provides the following five options:-
SELECT, EDIT,LOAD, SAVE and QUIT.

1. Select.
2. Edit.
3. Load.
4. Save.
5. Quit.

5.62 SELECT: This option provides a facility to select 8 teams for the European Trophy, League and a Single Game. Highlight the required icon and press button B.

5.62.1 EUROPEAN TROPHY: Two tables are displayed. Table A on the left displays all the available teams and the Table B on the right, displays the default selected teams. Use Joypad to move the highlight on the

1. Euro Trophy
2. League/Cup
3. Single Game
4. Quit

Table A and press button A to move the highlight on the Table B.Press button B to replace a highlighted team in Table Bby the highlighted team in Table A.

5.62.2 THE LEAGUE: Table B shows the first eight teams from Table A but with team names edited. You can replace any team in the Table B by any team in the Table A using the procedure in 5.62.1.

5.62.3 SINGLE GAME: Two boxes at the bottom are used. The first box is Team A and the second box is Team B. Select any two names from Table B for a Single Game, using procedure detailed in 5.62.1.

5.63 Select DONE icon to return to the EDITOR menu.

5.64 EDIT: This option provides the facility to change Team Names and Player Names. The kit for each team can also be designed. These options are only available for the teams taking part in the European Cup or the League. The team for the Knock Out Cup are the same as for the League. European Trophy team names, player names and the Kit cannot be changed.

1. European cup
2. League/cup
3. Kit design
4. Quit

5.65 TEAM NAMES: Move Joypad left or right to select either League or European Cup icon and press button B. A cursor will appear in the panel at the bottom of the screen. The list of the teams will be displayed. Move joypad up or down to highlight the team name you wish to edit and press button B. Move joypad up and down to cycle through the letters of the alphabet. When satisfied move to the next character. When finished, press button B.

5.66 PLAYER NAMES: Highlight the team name. Press SELECT button. The player names of the team along with their attributes and skills will be displayed. The player attributes for the League teams are displayed at 1st Division level.

To change the player names, use the same procedure as for team names. Also shown against the players name is player's skin and hair colour. A player can be White (WH) with Dark (DK) or Blonde (BL) hair or dark skin with dark hair. Move joypad right to highlight the selection. Move joypad up or down to cycle through the available options. When satisfied move joypad to return the highlight to the player name.

When all the player names have been edited, press SELECT button and return to the team name.

5.67 KIT DESIGN: Move Joypad right to highlight KIT DESIGN icon and press button B. A new screen will be displayed showing the exisiting kit. There are 8 icons displayed. You can select the colours of Main Shirt, Stripes, Sleeve, Trim, Shorts

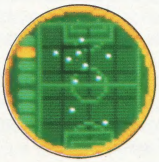
and Socks. Highlight the icon and press button B to cycle through the colours. When satisfied, move the highlight to the next icon. The selected colours will be displayed on the main player. If satisfied select DONE icon and the new kit will be stored. If you wish to start again, select X icon and the original kit will be displayed.

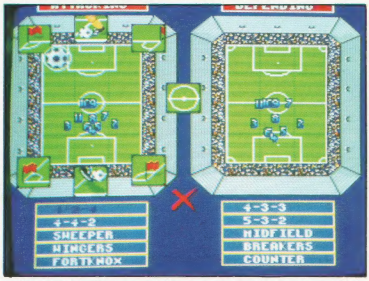
5.68 SAVE: If you wish to save the League teams, players names etc. use SAVE option. All the data including designed KIT will be saved in the battery back up memory.

5.69 LOAD: When you switch on the cartridge the default teams and names will be displayed. To retrieve the saved data including kit, use LOAD option.

6.0 TACTICS:

Tactics plays a very important part in a modern game of soccer. It allows you to utilise your strength and exploit your opponent's weakness. As you get more proficient, you will be able to select the tactics which is in harmony with the strengths and weakness of your squad.





6.1 You can follow the movement of the players as the ball moves from one area of the pitch depicted by a square to another area of the pitch. There are two pitches shown, left showing attack i.e. you have the possession of the ball and the right pitch showing the opposition with the ball, i.e. defence. Highlight any square to represent the ball in that square and press button B. The players will take up their tactical positions.

6.11 KICK OFF: Highlight the centre icon between the two pitches. The left pitch will show your player positions if you KICK OFF and the right will show the opposition taking the KICK OFF.

6.12 CORNERS: Boxes with corner flags. The top corners show you taking a corner and the bottom corners shows your team defending a corner kick.

6.13 GOAL KICKS: The bottom icon shows the position of your players while your keeper takes the goal kick. The top icon shows the opposition goal kick.

7.0 SQUAD SELECTION:

Before going to a match, you can select your squad plus two substitutes from a squad of 16 players. There are 4 categories of players namely, Keeper, Defender, Midfield and Forward. The categories are determined by the attributes and skills. A pre-selected team is shown with their shirt numbers. The pitch shows players in positions according to the tactics highlighted.

7.1 To replace a player for a shirt number, highlight the player and press button B. Now highlight the replacement player and press button B.

7.2 MARKING: You can mark two of the opposition players. The marking player closely follows the marked opposition player in your half of the pitch. To select Marking Player, highlight the player name and press SELECT button. The marking column will be highlighted. Move joypad up and down to cycle through the shirt numbers of the opposition player you wish to mark and press button B.

7.3 TACTICS: Four default tactics are shown. The highlighted tactics is used at Kick Off. To change the tactics, press button A. You can change tactics anytime during the match. Press START then Y button.

7.4 SELECTING MATCH TACTICS: All the available tactics are displayed at the bottom of the screen and the four match tactics are shown at the top. To replace a match tactic by a tactics from the bank of tactics, use joypad to highlight the tactics to be replaced. Press START button to replace the highlighted match tactics.

8.0 MATCH FORMATS:

8.1 SINGLE GAME: A Single Game can be played between Player 1 against the computer or Player 2. Two players can team up against the computer, the second player controls the Keeper. As the skill level of each team can be set independently, a novice playing at International level can play well against an expert player playing at 4th Div. skill level.

The various options set in the option menu can greatly influence the game play and give a wide variety.

8.2 INTERNATIONAL FRIENDLY: Allows you to play a single game between two International squads. All Single Game options are available.
To select the teams from a list of 16 countries, highlight the name and press button B.

8.3 COMPETITIONS: There are four types of competitions, giving a wide choice.

8.4 THE LEAGUE: The League consists of 8 teams and lasts 14 weeks. It can be played at any of the five skill levels. Use the OPTIONS menu to set the skill level of Player 1. The default skill level is 1st division. When the League option is selected, the league table with 8 teams is displayed. There are 16 teams available. The EDITOR option in the Main menu selects which 8 out of 16 will play in the league. The same teams will play in the CUP tournament.

8.41 SELECTING TEAM TO PLAY: When the tables first appears, the letter C appears against all the teams to indicate that all the teams are Computer controlled. To change the team to joypad control i.e. play the team in the competition, highlight the team name and press select button. The letter C will change to J.
If two teams are joystick controlled, HOME team is controlled by joypad.

8.42 CONTINUE: Select this option to play the League game. The two teams to play the next match will be highlighted. If both teams show J for control then joypad 1 controls the home team and and joypad 2 controls the away team. If both teams display C in the control column, the computer will predict the result based on the combined attributes and skills of the players in each team.

8.5 THE CUP: The Cup tournament is for 8 teams and is on a knock out basis. If the result is a draw, Extra Time is played. If there is still no result, the sudden death penalty shoot out feature is used to decide the result (See 14.3 for rules.)
All the instructions in 8.41 and 8.42 apply.

8.6 EURO TROPHY: The eight competing teams are divided into two groups of four.

1. League.
2. Cup.
3. Euro Cup.
4. Euro Trophy.

Each team in a group plays the other team once. The winning team is awarded 2 points. If the result is a draw at the end of the full time, each team is awarded 1 point. The winner and runner up from each group go into the second round. The winner of group A plays the runner up of group B and the runner up of group A plays the winner of group B. Next two rounds are on a knock out basis.

If there is a draw at the end of the match, extra time is allowed. If there is still a draw at the end of the extra time the result is decided by sudden death penalty shoot out. The winners of the semi finals plays in the final and the same rules as for the semi finals apply.

8.61 The teams or player names cannot be edited.

8.7 EUROPEAN CUP: The competition is played over two legs, Home and Away by 16 teams. The names of the teams as well as the players can be edited and saved using EDITOR option in the Main Menu.

8.71 If the scores are equal after two legs, an away goal counts as two goals and decides the winner. If the scores are still

even, a sudden death penalty shoot out at the end of 2nd leg decides the winner.

8.8 SAVE: All competitions provide the option to save the competition completed so far.

8.81 LOAD: Loads the saved competition to renew the game.

9.0 ACTION REPLAY:

It is a facility to view and store the past few seconds of the game. It is mostly used to view the goals. If it is a particularly good goal, you can store the replay to savour the golden moments again and again. There is a facility to store up to 4 Action Replays in the memory. The replays remain stored until the machine is switched off.

9.1 The Main Menu provides the facility to view the Action Replays again. Naturally as you view the replays, you can store them on a VCR, providing a permanent record of your glorious moments.

9.2 The menu provides the facility to put a date and names of the players.

9.3 There are two options - EDIT and VIEW. When you switch on the cartridge, use the EDIT option to insert the current date and the names of Player 1 and Player 2. To edit, highlight the heading and press button B. The first character will be highlighted. Use the joypad to cycle through the letters of the alphabet or numbers, left/right to shift the highlight to the next character. To terminate editing a header, press button B and the next header will be highlighted. Select DONE icone to quit. The default headers are:-
Date: 01/01/92A
Player 1: ANCO (10 ch. max)
Player 2: IMAGINEER (10 ch. max)

9.4 VIEW: This allows you to view the replays at leisure. You can select any of the four numbered icons to view a replay.

9.5 STORING ACTION REPLAY: You can see the latest ACTION REPLAY at any time during the game. Press START to pause the game.
Press R for a replay at current game speed. Press L for a slower speed replay.

The last few seconds of action will be replayed. Once replay is finished, a store screen will be displayed. However, if you don't wish to store, press button B to return to the game.

9.6 STORE SCREEN: Five numbered icons are displayed. The current Replay is always stored in the fifth icon. Following icons are also displayed.

VIEW, STORE, DELETE and QUIT

Use joypad to move the highlight on the options and press button B to select. It will also show the icons that are already full.

You can view or delete any previously stored Action Replay. If all the four numbered icons are full, before you can store the current Replay, you will have to delete one of the replays. Use L/R buttons to move the marker.

To store the replay select STORE option and the contents of the fifth icon will be stored in one of the available numbered icons.

Use QUIT option to return to the game.

10.0 PLAYER CONTROL:

10.1 MOVEMENT: The Player moves in all 8 joypad directions.

10.2 HEADERS: If the ball is in the air, pressing button B will make the controlled player jump. Move the joypad in the direction in which you wish to head the ball while the player is in the air.

10.3 BLOCKING TACKLE: The purpose of this tackle is to gain possession of the ball from the opponent. The tackle must be from the front or overtaking the opponent and getting possession of the ball as it travels in front of the player. Tackling the player from behind is a FOUL. Press button B to get the possession of the ball.

10.4 SLIDING TACKLE: This tackle can be done from any direction. A sliding tackle on an apponent without the ball is a FOUL. If the ball is on the ground, press button A to do a sliding tackle. You must touch the ball before touching the opponent to avoid being penalised. A sliding tackle from behind is a foul.

11.0 BALL CONTROL:

The ball controls have been specially designed for ease of use. In a fast moving game and under pressure, there isn't time to remember complicated joypad movements, the action has to be instinctive. The controls are simple and can be learnt and practiced to perfection using PRACTICE option in the Main menu.
The ball control becomes even more deadly if AFTER TOUCH is used.

11.1 DRIBBLE BALL: The ball travels in front of the player. The distance it travels depends on the speed of the player at the time of contact.

11.2 SHOOT BALL: Press button B to shoot the ball in the direction the player is facing.

11.3 PASS BALL: You must trap the ball before you can pass. Press button A to trap the ball and move the joypad in the direction you wish to pass and release the button.

11.4 CHIP BALL: If the ball is on the ground, press button X to chip the ball in the direction the player is facing.

11.5 CHIP PASS: If an opposition player is between you and the player you wish to pass to, you can do a CHIP PASS. Press button Y.

11.6 OVERHEAD KICK: This is only possible in the opposition 18 yards box. If the ball is in the air Press button Y. Make sure you are facing away from the goal otherwise the ball will be kicked away from the goal.

11.7 AFTER TOUCH: After Touch allows the player to alter the direction of the ball by a small amount after shooting the ball. The direction must be changed immediately after shooting the ball as the control is only effective for a very short time. After touch can be used to a devastating effect with practice. Use Joypad. Left and Right movement of joypad will bend the ball left or right. The forward movement will dip the ball.

12.0 KEEPER CONTROL:

The keeper is computer controlled except in the following cases.

12.1 DEFENDING A PENALTY: The control is transferred to the main player. The keeper stands in the centre. The keeper can do a short or a big dive. Tap L or R for short dive. Press L or R for full length dive.

12.2 TAKING GOAL KICKS: The keeper automatically takes the goal kick unless the player wishes to do so. If the player does not exercise the option quickly, the computer will take control.

X button - The keeper rolls the ball out to the nearest player.
A button - The keeper throws the ball. The longer you press the button, the bigger the throw. Use the joypad to set the direction of the throw. The ball is thrown when the button is released.
B button - The keeper kicks the ball. The longer you press the button the bigger the kick. The keeper starts the run when the button is released. Use the joypad to set the direction of the kick.

13.0 SET PIECES:

13.1 CORNER KICKS: There are three types of corner kicks. Two of the corner kicks can be varied infinitely by using the bias at the time of the kicking and using After Touch during flight.

13.11 NORMAL KICK: Press button B. - The ball will travel at the bar height. Use After Touch controls to bend and dip the ball.

13.12 HIGH KICK: Press button X - The ball is kicked high up in the air and drops in the 6 yards box. Use After Touch controls to bend the ball.

13.13 SHORT KICK: Press button A - Short pass to the nearest player.

13.14 APPLY BIAS: You can apply left or right bias to the Normal and High Kick by pressing buttons L or R before pressing the buttons A or B or X and releasing the button as soon as the ball is kicked.

13.2 PENALITIES: The angle and the height of the shot are controlled, enabling the penalty taker to put the ball anywhere in the net.
The pointer on a bar moves rapidly from left to right indicating the horizontal direction of the ball if hit at that point. Press button B to start run. The longer the button is kept pressed, the higher the ball will rise. It is therefore possible to hit the top corner of the net or keep the ball on the ground or overshoot the ball. A short tap will keep the ball on the ground.
During the penalties the keeper control is passed to the main player. See KEEPER CONTROL instructions.

13.3 FREE KICK: A Free Kick is awarded if a foul is committed. If the foul is committed just outside 18 yards box within a narrow angle of a goal mouth, you may take a Set Piece Free Kick.

13.31 The opponents form a wall of 4 or 5 players in front of the goal to block the kick. The ball is placed at the point where the foul took place and the wall is at least 10 yards away.

13.32 TAKING SET PIECE FREE KICK: Two players stand in position to take the Free Kicks. To apply Left or Right bias to the ball, press L or R and release them after the ball has been kicked. Use After Touch controls to curl or dip the ball. The bias is used to bend the ball away from the wall and After Touch to curl it in.

Button B: The ball travels mid bar height. Player 1 takes the kick.
A: As above except that player 1 runs and jumps over the ball and player 2 takes the kick.
X: The ball is kicked high up in the air by player 1.

13.33 DEFENDING FREE KICK: A wall of players is formed 10 yards (approx.) from the ball in direct path of the ball. Press Button B for player nearest to ball to jump.

13.4 THROW IN: The computer automatically throws the ball to the nearest player in position to receive the ball. The control can however be assumed by the player. Move the joypad in the five forward position and press button B. If the button is not pressed soon, the computer will automatically take a throw. The longer the button B is pressed, the bigger the throw.

14.0 GAME RULES:

14.1 SUBSTITUTIONS: You are allowed to make 2 substitutions during the match. You cannot substitute a player who has been given a RED card by the referee. Only ONE substitution at a time can be made. THE KEEPER CANNOT BE SUBSTITUTED. Press L or R and then SELECT button to indicate that you wish to make a substitution. The letter S will appear in the panel to indicate that your request has been noted.

14.2 MAKING SUBSTITUTION: When the ball goes out of play, you will be asked to make a substitution.
The Shirt No. of a player will appear on the screen. Use joypad to scan through the players on the field. When the Shirt No. of the player you wish to substitute appears, press button B. A Red carded player cannot be substituted. You will also be asked to make a substitution if a player is injured. To select Player 12, press L button or R button for Player 14.

14.3 SUDDEN DEATH PENALTY SHOOT OUT: If after extra time there is still no result, a penalty shoot out takes place. Each side takes five penalties in turn. The winner is the team which scores most goals. If the number of goals remain equal, each side takes a penalty alternately. After both sides have taken their turn, and there is a goal difference, the team with the most goals is declared the winner. The shoot out continues until there is a goal difference.

14.4 OFFSIDE: A player is considered offside if at the time the ball was played to him, there is no opposition player between the offside player and the keeper.

14.5 PROFESSIONAL FOUL: If a player with the ball is brought down in the opposition half when there is no defender between the player and the keeper, the player gets the red card.

14.6 There are 16 different referees, each with their own temperament and refereeing skill.

14.7 PAUSE: Press START button. Press button B to restart the game.
QUIT: You can quit Practice, Single Game and International Friendly by pressing START button and then SELECT button. You cannot quit the competition during the match.

14.8 CHANGE SCANNER SIZE: Press START to pause game and then press button X to cycle through the scanner sizes and off option.

15.0 SUMMARY OF CONTROLS

15.1 PLAYER WITH THE BALL

DRIBBLE BALL		Joypad
PASS BALL	Trap and pass	A
SHOOT		B
CHIP	Ball is on the ground	X
CHIP PASS	Pass over the head of opposition player	Y
AFTER TOUCH		Joypad

15.2 LOOSE BALL

VOLLEY	Ball is waist height	B
SLIDING TACKLE	Near the player with the ball	A
HEADER	Ball above the head height	B
OVERHEAD KICK	The ball is less than waist height in the opposition 18 yds box	Y

15.3 OTHERS

ACTION REPLAY/PAUSE	START
NORMAL SPEED	R + START
SLOW SPEED	L + START
RESTART AFTER PAUSE	B
REQUEST SUBSTITUTION	L OR R THEN SELECT
QUIT GAME	START THEN SELECT
CHANGE TACTICS DURING MATCH	START THEN Y
CHANGE SCANNER SIZE	START THEN X
CORNERS	B - MID BAR HEIGHT A - SHORT KICK X - BALL HIGH IN THE AIR

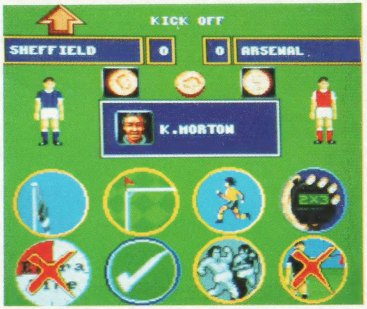
16.0 PREMATCH SCREEN

16.0 The PREMATCH screen with header KICK OFF displays the names and kit of both teams. It also shows the skill level at which the match is being played together with the match conditions i.e. wind strength, game speed etc.

A coin is flipped and the winner selects whether to play up or down the pitch. Use joypad to make the selection.

The referee name and his personality is also displayed.

The Action Replay icon allows you to access the Action Replay menu so that you may edit the player names. Move joypad left to highlight the icon and press button B.



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NOT TO SCALE

FIG 2
– LEGEND –

1 - 6 yd BOX
2 - 18 yd BOX
3 - PENALTY SPOT

FIG 2

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